SHADOWRUN™ 7902 INSERT

CONTACTS

COMPILED BY TOM DOWD

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BURNED-OUT MAGE

"Don't listen to all that crap about a mage being on top of the world. It's a con, a slick, a come-on...a lie. Casting spells is a kick, but it doesn't last a lifetime. Even if you don't ever get hurt or mess with drugs or run the shadows, you can't toss fireballs forever. Age'll get you if nothing else does. You'll be left howling for the touch of the power, knowing that to call it again will kill you.

"So what do you do? You take a good, long look at the writing on the wall, my friend. Like I have. The magic may work well for a kid, but nobody stays young. Sooner or later, you have to face the fact that bodies wear out. But that's not the end, you know. Not anymore. They can rebuild you now. Make you stronger, faster, better. You may not be able to toss a fireball, but who needs a fireball when you can pack an HK 227 launcher?

"I may not be throwing fireballs anymore, but me and my little H&K familiar can conjure you quite a bit of effective magic."

Commentary: The burned-out mage has become disillusioned with the path common to those capable of using the magical energies. He has bartered his magical capability away in favor of technological enhancements. The trade has left him bitter and cynical, at least outwardly.

Attributes
- Body: 3
- Quickness: 2 (3)
- Strength: 3 (4)
- Charisma: 1
- Intelligence: 4
- Willpower: 4
- Essence: 1.5
- Magic: 1 (3)
- Reaction: 3 (5)

Initiative: 5 + 2D6

Dice Pools
- Combat: 5
- Magic: 4 (6)

Skills
- Conjuring: 4
- Etiquette (Corporate): 2
- Etiquette (Streets): 2
- Firearms: 2
- Magical Theory: 4
- Sorcery: 4
- Unarmed Combat: 2

Cyberware
- Cybereyes with Thermographic Imaging
- Muscle Replacement: 1
- Skillwires: 4
- Smartlink
- Wired Reflexes: 1

Contacts
- Choose (4) Contacts

Gear
- DocWagon Contract (Platinum)
- Elemental Conjuring Material: 4
- Fichetti 500 Pistol (with external smartlink, 50 rounds regular ammo)
- HK227 SMG (with external smartlink, 200 rounds regular ammo)
- Lined coat (4/2)
- Middle Lifestyle (5 months prepaid)
- Power Focus: 2
- Skillsoft (Fichetti Pistol): 4
- (2) Specific Spell Foci (1 point each, choose spell)
- Spirit Focus: 1
- (1) Trauma Patch

Spells

Combat:
- Mana Bolt: 5
- Sleep: 5

Detection:
- Analyze Device: 5
- Analyze Truth: 3
- Clairvoyance: 5

Health:
- Heal: 5

Illusion:
- Invisibility: 4

Manipulation:
- Armor: 4
- Telekinesis: 5

Starting Cash: 16,200¥

FORMER MAGE DETECTIVE

"Don't even bother trying, chummer. You can't lie in my presence. Hey, would I *lie* to *you*? Sure I got respect on the force. Who wouldn't, with my talents? Respect, but no nuyen. Comprende?

"So that's what you and me are going to talk about, 'cause there's no need to talk about anything else. You know who caught the Carlin Street Killer? Or who sent Old Man Sunnydale up the river? Wanna take a guess?

"For what you want, my talents and skills are perfect. Now, if your money is just as perfect, we just might have a deal. In fact, I know we do. How do I know? Trust me."

Commentary: A veteran of either a private or municipal police/security force, the former mage detective is specifically geared to information-gathering and interpretation. When he heard the company was planning some cutbacks, including a freeze on pay, he walked and left a giant hole in his former employer's detecting capability. A hole he knows exactly how to exploit.

Attributes
- Body: 3
- Quickness: 2
- Strength: 2
- Charisma: 1
- Intelligence: 5
- Willpower: 4
- Essence: 6
- Magic: 6 (9)
- Reaction: 3

Initiative: 3 + 1D6

Dice Pools
- Combat: 5
- Magic: 6 (9)

Contacts
- Choose (3) Contacts

Gear
- Armor Jacket (5/3)
- (3) Expendable Fetishes (for all spells)
- HK227 SMG (with laser sight)
- Micro-Transceiver
- Middle Lifestyle (2 months prepaid)
- Power Focus: 3
- (2) Stimulant Patches
- (2) Trauma Patches: 4

Spells
- **Combat:**
  - Mana Bolt: 3
  - Sleep: 2
- **Detection:**
  - Analyze Truth: 2
  - Clairvoyance: 2
  - Combat Sense: 2
  - Detect Life: 2
- **Illusion:**
  - Invisibility: 2
- **Manipulation:**
  - Armor: 3

Starting Cash: 11,200¥

Skills
- Conjuring: 4
- Etiquette (Law Enforcement): 2
- Etiquette (Street): 3
- Firearms: 3
- Magical Theory: 4
- Sorcery: 6
- Unarmed Combat 2

DWARF STREET SAMURAI

"Short? Can you believe it? The chummer calls me short?! I'll tell you what's going to be short, my friend—your life.

"I may be lacking in height, but I can bench-press you and a '45 Chevy without breaking a sweat. Odds are I can outdraw you, too. Got a piece of microtronics in my head that says so.

"So you can be rude and I'll stick your feet in your ears, or we can talk business. You have got business, haven't you, chummer? 'Cause if you don't, you better have a real good reason for bothering me."

Commentary: The dwarf street samurai may be a rarity on the streets, but when you meet one, beware. Even those in the know are sometimes fooled by his slight stature and sluggish movement. It's all a ruse, and he's hoping you'll fall for it.

Attributes
- Body: 6
- Quickness: 4 (5)
- Strength: 4 (5)
- Charisma: 2
- Intelligence: 2
- Willpower: 2
- Essence: 1.75
- Reaction: 3 (5)

Initiative: 5 + 2D6

Dice Pool
- Combat: 4

Cyberware
- Wired Reflexes: 1
- Muscle Replacement (1)
- Smartlink
- Radio Implant

Contacts
- Choose (3) Contacts

Gear
- Armored Jacket
- Browning Hi-Power (with external smartlink, 100 rounds regular ammo)
- Middle Lifestyle
- Maglock Passkey
- Uzi III (with external smartlink, 100 rounds regular ammo)

Starting Cash: 10,400¥

Skills
- Armed Combat: 6
- Athletics: 4
- Etiquette (Street): 4
- Firearms: 6
- Stealth: 1
- Throwing Weapons: 3
- Unarmed Combat: 6

Notes: The dwarf street samurai has natural thermographic vision, and a bonus of +2 to his Body against Diseases only.

FORMER MILITARY OFFICER (LOW-GRADE)

"It makes me sick when I hear people bad-mouthing the government. They say we don't do anything, and that the corporations really run things. Well, they don't know drek.

"Come on, let's unplug the simsense here, shall we? The only thing keeping the corporations in line is the government's military. Sure, they've got their 'corporate strike teams' and 'mobilized mercenary units,' but we're everywhere. Do they have squadrons of stealth fighter/bombers? Nuclear carrier battle groups? Divisions of armor, infantry, and air cavalry?"

Commentary: The former military officer still believes in a strong national military, even though current economics dictate the virtual impossibility of maintaining a full-size standing army. Nowadays, most national forces have been scaled down and specialized into small, elite units. With a locked command structure, upward mobility through the ranks is almost nil. Faced with this reality, the former military officer, while maintaining his faith in the role of military, has begun to look elsewhere for his future.

Attributes
- Body: 6
- Quickness: 6
- Strength: 5
- Charisma: 3
- Intelligence: 5
- Willpower: 5
- Essence: 5.1
- Reaction: 5

Initiative: 5 + 1D6

Dice Pools
- Combat: 8

Skills
- Armed Combat: 2
- Car: 2
- Etiquette (Military): 4
- Firearms: 5
- Gunnery: 2
- Leadership: 5
- Military Theory: 4
- Psychology: 1
- Unarmed Combat: 5

Cyberware
- Datajack (20 Mp of Memory)
- Smartlink

Contacts
- Choose (2) Contacts

Gear
- Ares Predator (with smartlink, 40 rounds regular ammo)
- Armor Jacket (5/3)
- DocWagon Contract (Basic)
- FN-HAR Assault Rifle (with smartlink, gas-vent (2) recoil reduction, 100 rounds regular ammo)
- Helmet
- Knife
- Low-Light Goggles
- Middle Lifestyle (3 months prepaid)
- (2) Stimulant Patches: 5
- (2) Trauma Patches: 5

Starting Cash: 14, 700¥

ELF STREET SAMURAI

"There are some who claim that elves do not make good warriors. I am one who proves them wrong. Cross me and learn the true definition of elven wrath.

"The streets are as much my home as they are yours. Do not make the foolish mistake of assuming my abilities are limited to things growing green and lush in the forest. I prefer darker tones.

"My price is that which I have stated, and I stand by my reputation. If that is not enough, then perhaps you should seek the services of another. If the price is agreeable, then I suggest we discuss details. Time grows short."

Commentary: Do not make the mistake of stereotyping the elf street samurai. He may be cunning and subtle, but his physical ability makes him an even match for anyone on the streets.

Attributes
- Body: 3
- Quickness: 7 (8)
- Strength: 3 (4)
- Charisma: 2
- Intelligence: 3
- Willpower: 2
- Essence: .6
- Reaction: 5 (9)

Skills
- Bike: 2
- Etiquette (Street): 3
- Firearms: 6
- Stealth: 6
- Throwing Weapons: 1
- Unarmed Combat: 6

Initiative: 9 + 3D6

Dice Pools
- Combat: 6

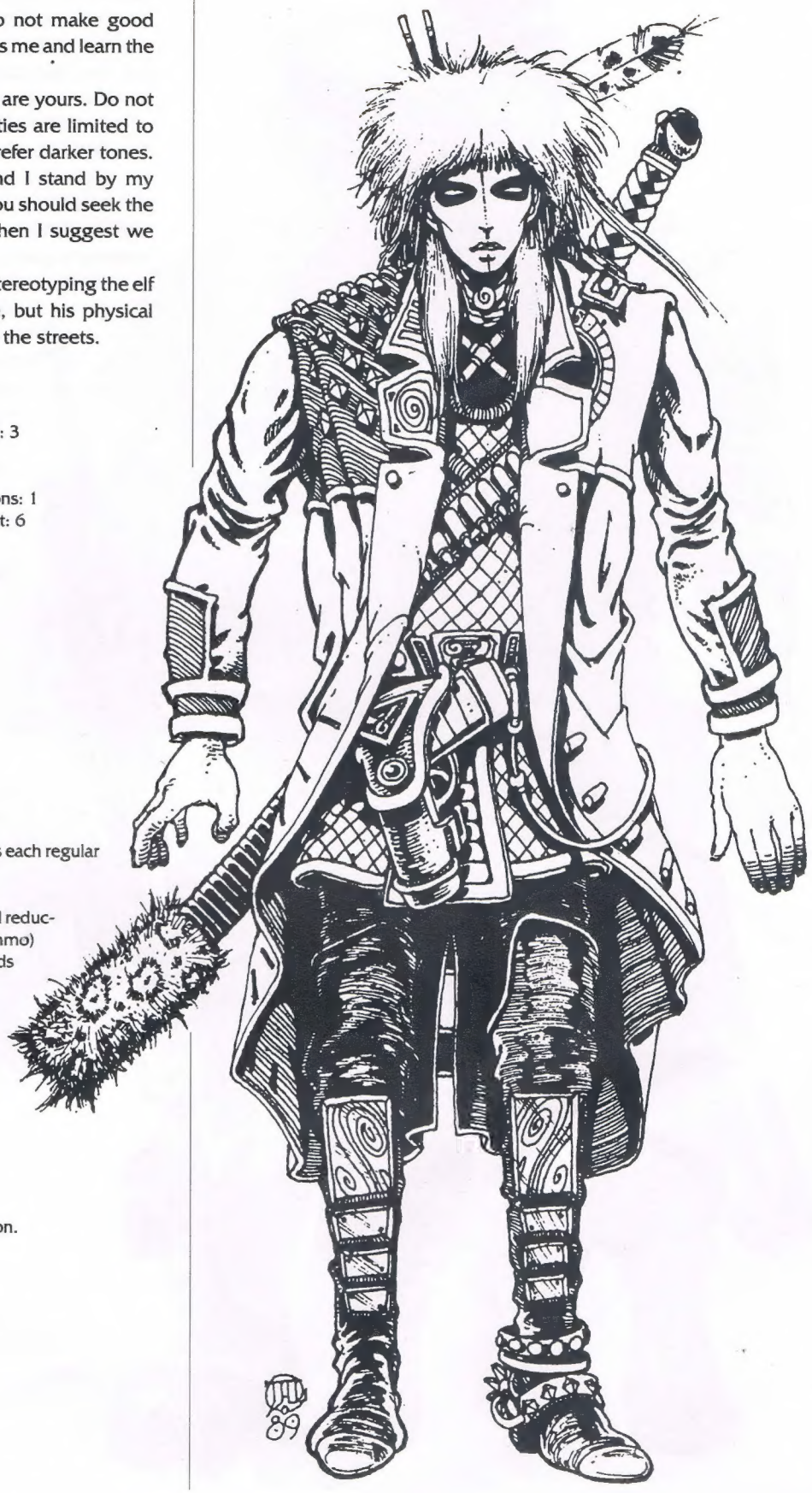
Cyberware
- (3) Chipjacks
- Muscle Replacement (1)
- Skillwire (3)
- Smartlink
- Wired Reflexes (2)

Contacts
- Choose (3) Contacts

Gear
- Ares Predator (with internal smartlink, 100 rounds each regular and APDS ammo)
- DocWagon Contract (Platinum)
- FN HAR (with internal smartlink, gas-vent (2) recoil reduction, 300 rounds each regular and explosive ammo)
- Ingram Smartgun (with internal smartlink, 300 rounds regular ammo)
- Lined Coat (4/2)
- Middle Lifestyle (2 months prepaid)
- Skillsofts
  - Car: 3
  - Demolition: 3
  - Japanese: 3
  - Rotorcraft: 3
  - Throwing Weapons: 3
- (2) Stimulant Patches: 6

Starting Cash: 15,200¥

Notes: An elf street samurai has natural low-light vision.



FORMER TRIBAL WARRIOR

"What were you expecting, feathers and a war dance? Sorry if I've disappointed you, but we don't live in teepees, either. We've got cities, just like everyone else. The same cities, in fact, that the white man left behind when Howling Coyote showed them the truth. We have our own cities and our own land. It's my job to defend that land.

"Yes, our magic is powerful. But that's not all we rely on. We've got ridiculously oversized defense budgets, just like everybody else. With hundreds of kilometers of frontier to protect, we've invested in plenty of modern military hardware.

"So if you decide to sneak over our border some night, don't worry about desert spirits. Worry about our Raven attack helicopters."

Commentary: The former tribal warrior was a regular soldier for one of the nearby tribal lands before he realized that border patrol and immigration supervision duty was not his true calling. Though he feels strongly for his homeland, he has gone outside the lands to satisfy his desire for action and adventure.

Attributes
- Body: 6
- Quickness: 6
- Strength: 6
- Charisma: 3
- Intelligence: 5
- Willpower: 4
- Essence: 5.3
- Reaction: 5

Skills
- Armed Combat: 3
- Athletics: 3
- Car: 3
- Computer (B/R): 1
- Electronics(B/R): 1
- Etiquette (Tribal): 4
- Firearms: 5
- Gunnery: 4
- Rotor: 3
- Unarmed Combat: 3

Initiative: 5 + 1D6

Dice Pools
- Combat: 7

Cyberware
- Low-Light Retinal Modification
- Smartlink

Contacts
- Choose (4) Contacts

Gear
- Armor Clothing (5/3)
- Beretta 101T (with external smartlink, 40 rounds regular ammo)
- Low Lifestyle
- Medkit
- Simsense Player and 6 Chips
- Survival Knife
- Thermographic Binoculars
- (2) Trauma Patches: 4
- Uzi III SMG (with external smartlink, gas-vent (2) recoil reduction, 100 rounds regular ammo)

Starting Cash: 13, 500¥

FORMER TROLL BOUNTY HUNTER

"Hummph. I got outta skip-tracin' cause I hated hearin' double-gab outta half-brained corpses who think they can tell me what to do. If you don't slam your lips, I'm gonna hafta palm your face. Got it, chummer?

"Glad ta hear it. Now, you got my grab-and-haul record file. Who else you know has a 96 percent recovery rate? Well? I'm waitin'...

"I'm your troll, chummer, let's face it. You got the job, I got the brains and the muscle. All we gotta figure out is how much you're gonna stick on my credstick.

"Better make it a good offer. Your face is startin' to look more and more like a basketball."

Commentary: Professional bounty hunting can be a well-paid vocation, but it isn't as thrilling or economically satisfying as shadowrunning. Though the former troll bounty hunter enjoyed his prior quasi-legal status, he's got rent to pay (big trolls need big apartments).

Attributes
- Body: 6 (8)
- Quickness: 4
- Strength: 6
- Charisma: 1
- Intelligence: 3
- Willpower: 2
- Essence: 5.7
- Reaction: 2

Initiative: 2 + 1D6

Dice Pools
- Combat: 4

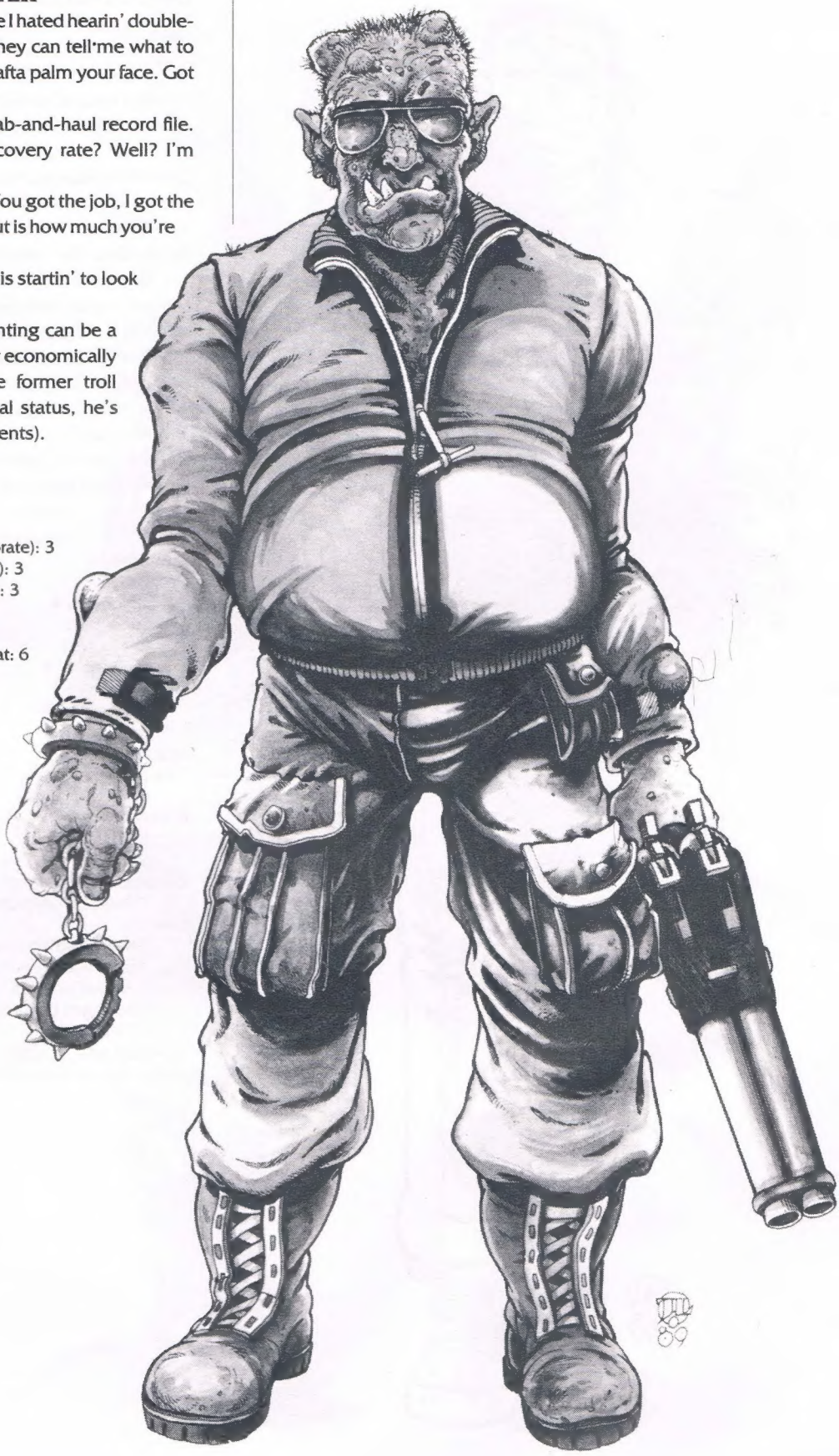
Cyberware
- Retractable Spurs

Contacts
- Choose (2) Contacts

Gear
- Armor Vest (w/plates) (3/2)
- Low Lifestyle
- Ruger Super Warhawk (with laser sight, 50 rounds each regular ammo and explosive ammo)
- Stun Baton

Starting Cash: 10,300¥

Skills
- Bike: 3
- Computer: 3
- Etiquette (Corporate): 3
- Etiquette (Street): 3
- Etiquette (Tribal): 3
- Firearms: 5
- Stealth: 4
- Unarmed Combat: 6



ORK STREET SAMURAI

"You seem surprised. Is it my clothing? The way I speak? Or is it the fact that I am samurai?

"If you intend to work the street, you cannot be surprised. Surprise means weakness, and weakness spells death. You must learn to expect everything.

"And I expect you will find the conditions for my employment agreeable. Believe me, there is no one better suited than me. I am perfect for your shadowrun.

"Dere ain't nobody better who knows da streets like I's do. There, does that sound more orkish for you?"

Commentary: Need to cut a deal with orks? The ork street samurai is your man. Need to cut a deal with anyone? The ork street samurai is still your man.

Don't let the charming good looks or phony accent fool you. Beneath the smiling face is a street veteran, a tough professional who's lived through more trouble than you want to know. That's why he's smiling.

Because of his lack of cyberware, the ork street samurai has a lighter touch than you would expect. He prefers more "organic" solutions.

Attributes
- Body: 9
- Quickness: 4
- Strength: 6
- Charisma: 1
- Intelligence: 4
- Willpower: 3
- Essence: 5.2
- Reaction: 4

Initiative: 4 + 1D6

Dice Pools
- Combat: 5

Cyberware
- Retractable Spurs
- Smartlink

Contacts
- Choose (3) Contacts

Gear
- AK-97 (with external smartlink, 100 rounds regular ammo)
- Ares Predator (with 100 rounds regular ammo)
- Armored Jacket (5/3)
- DocWagon Contract (Gold)
- Low Lifestyle

Starting Cash: 12,320¥

Skills
- Armed Combat: 5
- Etiquette (Street): 3
- Firearms: 6
- Stealth: 2
- Unarmed Combat: 4

Notes: The ork street samurai has natural low-light vision.

ORK MERCENARY

"What'cha staring at, chummer? Ain't ya never seen a live ork before? Sure you have. Everyone's seen us. I guess you could say we sort of stand out in a crowd. Ease off on the baby talk, chummer. Just cause I'm ork don't mean I'm an idiot. I got brains, and I use 'em, too. Wouldn't be here if I didn't.

"So don't ya go giving me none of your sorry eyes. It ain't been no easy life dodging the Badge, but I'm still here staring you in your pasty face. Like all orks, I'm a survivor. Ain't nothin' or nobody too tough for me, chummer.

"So's you wanna hire me? Could be that I'm available. That is, if my services ain't in demand elsewhere. Slot your credstick in my box and let's see. If it shows enough zeroes in the right place, you got yourself some muscle."

Commentary: The ork mercenary is hardly an advertisement for the gentler side of his metahuman race. He is coarse and rough and of limited sensibilities, but he does function in society. He is not a psychotic killer as some Humanis cultists claim. He's just making a living doing what he does best.

Attributes
- Body: 7
- Quickness: 4
- Strength: 6
- Charisma: 1
- Intelligence: 3
- Willpower: 2
- Essence: 6
- Reaction: 3

Skills
- Any Ground Vehicle Skill: 3
- Armed Combat: 5
- Demolitions: 3
- Etiquette (Corporate): 2
- Etiquette (Street): 3
- Firearms: 5
- Stealth: 3
- Unarmed Combat: 6

Initiative: 3 + 1D6

Dice Pools
- Combat: 4

Contacts
- Choose (2) Contacts

Gear
- Armor Jacket
- Big, Nasty Sword that He Calls a Knife
- Second-hand AK-97 Assault Rifle

Starting Cash: 13,800¥

Notes: The ork mercenary possesses natural low-light vision.

ROCKER

"Look, this shadow business ain't really my scene. The spotlight's where it lives for me. Out in the glare and the heat and the roar of the crowd. It's the wiz, chummer. When I'm on stage no one can touch me or bring me down. No one. It's the best high. There ain't nothing else to live for.

"I may not be on the charts yet, but it's only a matter of time. Did you know Concrete Dreams played here before they were anybody? They didn't even headline. But now it's my turn. Top bill and screaming neon. Launch code for the ride to the stars, chummer. Launch code for the stars.

"Hey, I know the scene around here. I know the life. You only get one chance. So tell me your gig and let's see if we can jam. Shoot, chummer. If you sing it sweet enough, I might even play along for the kick."

Commentary: The rocker is not a professional adventurer, but is always seeking a new thrill. Maybe she's looking for experiences to fuel her music or maybe she just wants an adrenaline rush. Though not a professional musician, she's got what it takes. She came up from the streets the hard way and is determined not to go back.

Attributes
- Body: 5
- Quickness: 5
- Strength: 4
- Charisma: 6
- Intelligence: 4
- Willpower: 6
- Essence: 5.8
- Reaction: 4

Skills
- Armed Combat: 5
- Bike: 2
- Etiquette (Media): 3
- Etiquette (Street): 5
- Firearms: 2
- Unarmed Combat: 4

Special Skills
- Instrumental Music: 6
- Musical Composition: 3

Initiative: 4 + 1D6

Dice Pools
- Combat: 7

Cyberware
- Datajack

Contacts
- Choose (3) Contacts

Gear
- DocWagon Contract (Gold)
- Favorite Instrument and Amps
- Knife
- Studded Synth-Leather Jacket
- Throwing Knife
- Yamaha Rapier

Starting Cash: 14,300¥

Notes: Cosmetic surgery to suit chosen image.

TROLL STREET SAMURAI

"I understand you got a problem here? That's why ya called me, right? So, what is it?

"Point him out to me, and yer troubles are over. If "mean" were a name on the streets, it would be me.

"I can handle any job. You just tell me what yer willin' to pay, and I'll let ya know if I'm insulted."

Commentary: The troll street samurai. What more need we say?

Attributes
- Body: 7 (8)
- Quickness: 3 (7)
- Strength: 6 (10)
- Charisma: 1
- Intelligence: 2
- Willpower: 1
- Essence: .0
- Reaction: 2 (4)

Initiative: 4 + 2D6

Dice Pools
- Combat: 5

Cyberware
- Muscle Replacement: 4
- Wired Reflexes: 1

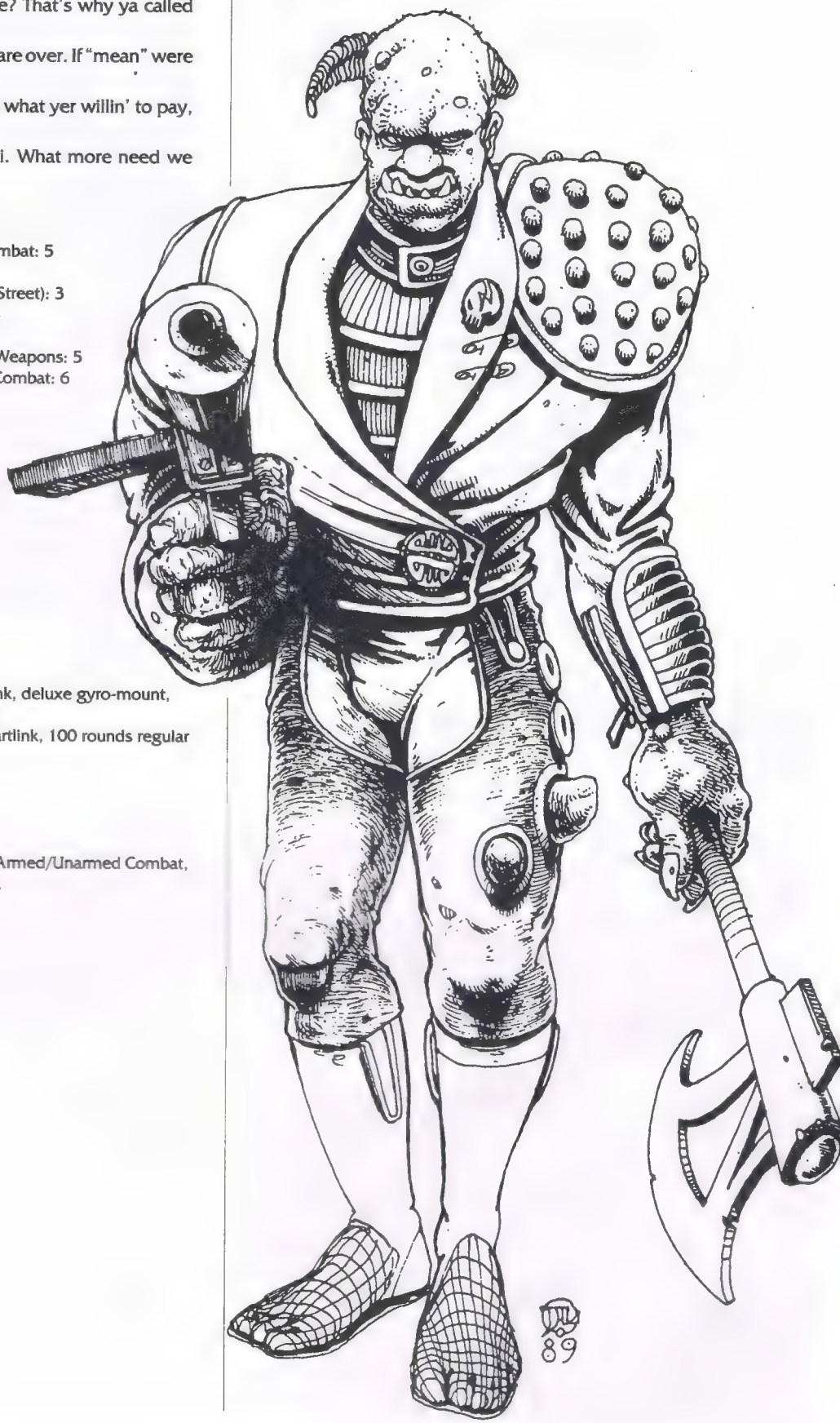
Contacts
- Choose (3) Contacts

Gear
- Armored Jacket (5/3)
- DocWagon Contract (Platinum)
- Harley Scorpion
- High Lifestyle
- Ingram Valiant LMG (with external smartlink, deluxe gyro-mount, (2) belts 200-round explosive ammo)
- Panther Assault Cannon (with external smartlink, 100 rounds regular ammo)
- (8) Shuriken
- Smart Goggles
- Wallacher Combat Axe

Starting Cash: 10,300¥

Skills
- Armed Combat: 5
- Bike: 3
- Etiquette (Street): 3
- Firearms: 5
- Stealth: 3
- Throwing Weapons: 5
- Unarmed Combat: 6

Notes: The troll street samurai has +1 Reach for Armed/Unarmed Combat, natural thermographic vision, Dermal Armor (1).



ARMORER

"If it involves weaponry, it involves me. You need something tweaked, fudged, reinforced, upgraded, swapped, spiffied up, or just plain fixed, I'm your man."

QUOTES

"Oh man, what did you do to this thing?"

COMMENTARY

If it falls within the definition of "weapon," the armorer can tell you everything you ever wanted to know about it, and then some. He's your contact for any personal weapon, regardless of how mundane or exotic.

ATTRIBUTES
Body: 3
Quickness: 3
Strength: 4
Charisma: 4
Intelligence: 7
Willpower: 4
Essence: 4.7
Reaction: 5

SKILLS
Armed Combat (B/R): 5
Computer (B/R): 4
Computer: 4
Electronics (B/R): 3
Electronics: 4
Firearms (B/R): 6
Firearms: 3
Gunnery (B/R): 5
Projectiles (B/R): 4
Throwing Weapons (B/R): 3
Unarmed Combat: 2
Special Skill
Weapon Acquisition: 6

CYBERWARE
Datajack, 100 Mp of Memory
Display Link (Retinal)

GEAR
Armor Clothing
Professional Rating: 2–3

CLUB HABITUÉ

"Wow, can you believe who's here tonight? I mean, we are discussing a major wizzer right here, tonight! This is the place to be, here and now. Wow!"

QUOTES

"You're looking for a what kind of guy? Chummer, aren't we all?"

"I can't hear you. You're gonna hafta lean closer!"

"Hey, Mister, ya wanna dance?"

"Is that a gun in your pocket, or are you just happy to...Hey! That is a gun in your pocket!"

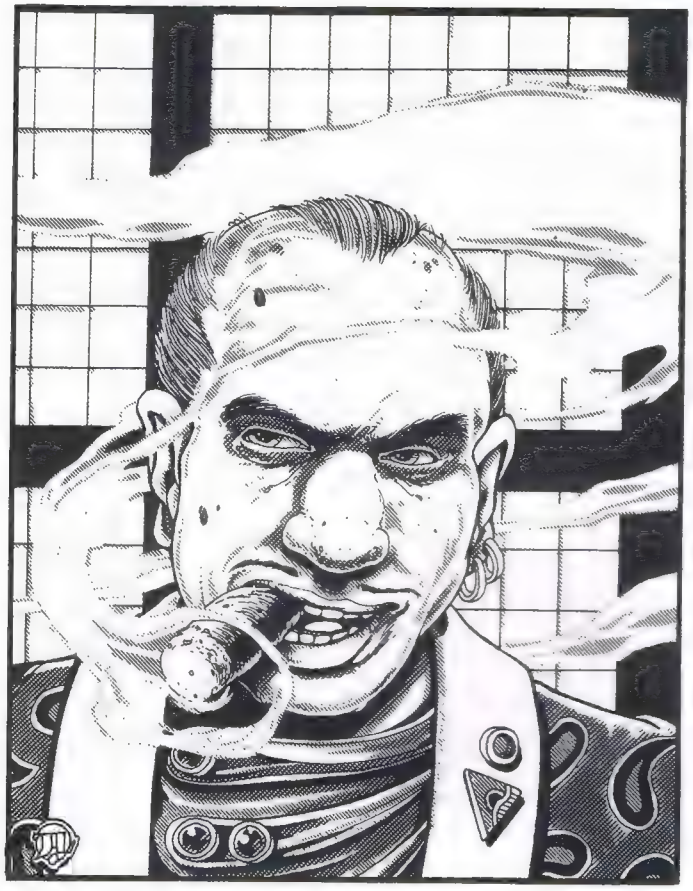
COMMENTARY

The club habitué is on the hippest of the fast tracks. Just ask her, she'll tell you. The Club is her escape: wage slave by day, jazz girl by night. She thinks she knows everybody who's anybody, and might even tell you a thing or two about them, if offered her favorite drink.

ATTRIBUTES
Body: 3
Quickness: 3
Strength: 2
Charisma: 4
Intelligence: 2
Willpower: 2
Essence: 6
Reaction: 2

SKILLS
Unarmed Combat: 2
Special Skills
Club Rumormill: 2
Day Job: 3

GEAR
Tres Chic Clothing
Professional Rating: 1



CLUB OWNER

"The joint's jumping tonight, ain't it? Warms my heart to see so many people having a good time. Dancing, drinking, laughing. I'm laughing, too. All the way to the bank."

QUOTES

"Look, I don't care what you done someplace else. When you play my club, you're just another act and I expect to get what I paid for."

"Sure, I done a little biz with the yakuza. Everybody does. It's part of the cost of staying in business."

"Sure, I remember you, kid. What was your name?"

"Let's talk about this over lunch."

COMMENTARY

The club owner is in this business strictly for the nuyen. Sharp and hard-nosed, he looks out for himself. He will help out his friends as long as he is sure he can keep his own skin clear of the trouble.

ATTRIBUTES

Body: 2
Quickness: 2
Strength: 2
Charisma: 3
Intelligence: 3
Willpower: 3
Essence: 6
Reaction: 2

SKILLS

Etiquette (Media): 4
Etiquette (Street): 4
Negotiation: 4

Notes

Often accompanied by bodyguard.

Professional Rating: 1–2

CORPORATE DECKER

"I don't care what some people say. I'm a company man and I love it. The corp's got the best hardware you've ever seen. It's hard to believe they actually pay me to use it. Even without that, I'd still be loyal to them. They really take care of you."

QUOTES

"I just got this new (incomprehensible). It's great. Never seen anything this hot before."

"It's not my fault. The computer screwed it up."

"Must be a hardware problem."

COMMENTARY

The corporate decker is another loyal employee of the corporation. He is happy with his lot, for he enjoys the limited hacking and mischief the corporation allows him to get away with in order to maintain his self-image.

ATTRIBUTES

Body: 2
Quickness: 3
Strength: 1
Charisma: 1
Intelligence: 4
Willpower: 3
Essence: 5.8
Reaction: 3

SKILLS

Computer: 5
Computer Theory: 4
Etiquette (Corporate): 2

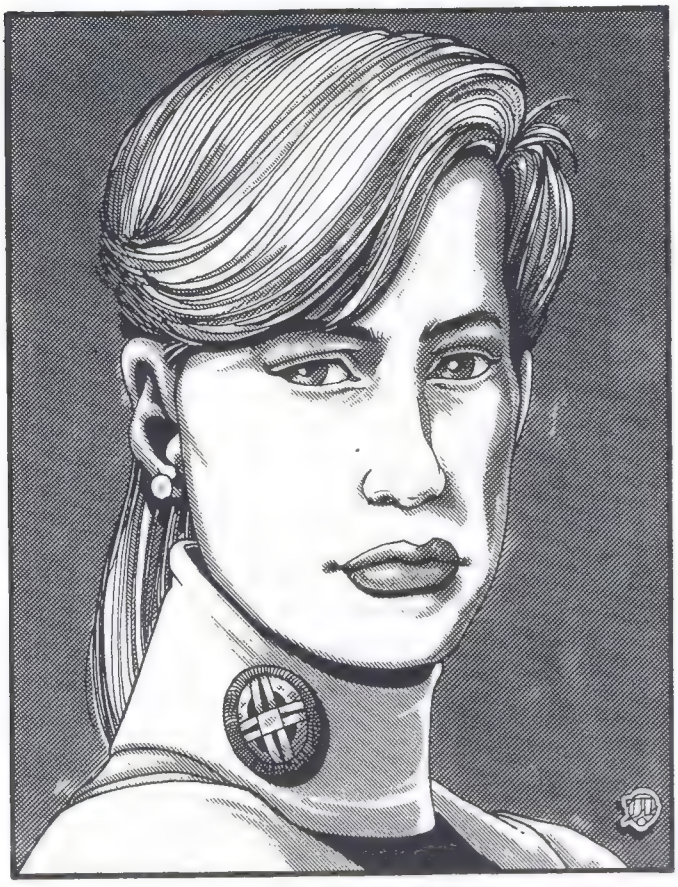
CYBERWARE

Datajack

GEAR

Appropriate cyberdeck and programs (MPCP equal to twice Professional Rating)

Professional Rating: 2–4



CORPORATE OFFICIAL

"I'm a company woman, and damn proud of it. The corporation has done a lot of good things, not just for the metroplex, but for the country, even the world."

QUOTES

"Good business is where you find it."

"No comment."

"I misspoke before. This is the real story."

COMMENTARY

The corporate official is a cog in the machine of the corporation. She climbs the ladder of success with grim determination and vicious application of every skill she has. She is a shark who devours each bit of data that comes her way.

ATTRIBUTES

Body: 2
Quickness: 2
Strength: 3
Charisma: 3
Intelligence: 5
Willpower: 4
Essence: 4.8
Reaction: 3

SKILLS

Etiquette (Corporate): 5
Interrogation: 4
Negotiation: 4

CYBERWARE

Datajack, 100 Mp of Memory

Professional Rating: 2–3

CORPORATE RIGGER

"Take it from me, you ain't lived till you've screamed your rodded and rigged Nightsky across Federal Plaza at three in the morning, dodging rounds that would make those Express runners wet their t-birds. Just me and the machine."

QUOTES

"You want speed, I'm it. You want stealth, I'm it, too. You want both? Well, take a guess..."

COMMENTARY

Though he's still a company man, the corporate rigger retains much of the wild, hell-bent nature that makes him so good at this kind of work. Nobody drives them better.

ATTRIBUTES

Body: 4
Quickness: 6
Strength: 3
Charisma: 4
Intelligence: 6
Willpower: 4
Essence: 4.5
Reaction: 6 (8)

SKILLS

Car: 6
Computer: 3
Electronics: 3
Etiquette (Corporate): 4
Firearms: 3
Gunnery: 3
Rotorcraft: 5

CYBERWARE

Cybereyes with Low-Light, Thermographic, and Flare Compensation
Datajack
Vehicle Control Rig: 1

GEAR

Appropriate Vehicle or Drones
Armor Jacket
Ruger Super Warhawk

Professional Rating: 2–4

CORPORATE SCIENTIST

"The days of the independent research labs are gone. If you want to unlock the secrets of the universe, you have to punch a clock. I'm well-paid and can get what I need in the way of equipment and staff. Do I mind signing a lifetime work contract? No, not really."

QUOTES

"They want to do what with my project? *No!* You can't let them..."

"Why wouldn't I be happy? I have everything. Everything."

COMMENTARY

The corporate scientist is a hot commodity in intercorporate trade these days. The way they bounce from corporation to corporation keeps many shadowrunners in business. The majority are quite happy where they are, or else never reach the level of prominence where their expertise puts them in danger.

ATTRIBUTES

Body: 2
Quickness: 2
Strength: 1
Charisma: 2
Intelligence: 8
Willpower: 5
Essence: .6
Reaction: 5

SKILLS

Appropriate Science Skill: 7
Computer: 4
Etiquette (Corporate): 2
Related Science Skill: 6

CYBERWARE

Datajack, 500 Mp of Memory
Display Link (Retinal)

GEAR

Wrist Computer, 1,000 Mp of Memory

Professional Rating: 1–3

CORPORATE WAGE SLAVE

"I'm a company woman. We would all like to find an easy way out. I've tried. But now the corporation is my home and family. It's my life. What else can I do?"

QUOTES

"Look, I just work here. O.K.?"

"You'll have to take that up with management."

"Excuse me, but I have to get back to work now."

COMMENTARY

The corporate wage slave is a loyal, industrious worker as long as she is under scrutiny. Even when nobody's looking, she is still unlikely to do anything that might endanger her soft position in the corporate structure. She has no real ambition beyond enjoying herself during her time off.

ATTRIBUTES

Body: 2
Quickness: 2
Strength: 2
Charisma: 2
Intelligence: 2
Willpower: 1
Essence: 6
Reaction: 2

SKILLS

Computer: 2
Etiquette (Corporate): 2

Special Skills

Being Ignored: 6
Corporate Rumormill: 2

GEAR

Personal Belongings

Professional Rating: 1

DER NACHTMACHEN POLICLUB MEMBER

"Nobody is going to tell us how to live, or how to die. It's for the people to decide. Not the corps. Not the government. And certainly not you!"

QUOTES

"Down With Government! Down With The Megacorps! Down With Everything!"

COMMENTARY

Born in the turbulent political breeding grounds of Divided Europe, Der Nachtmachen was one of the earliest policlubs to appear, and surprisingly, to register in North America. Until now, their numbers have remained relatively low, for their libertine anarchic philosophy had little appeal. Of late, however, their membership has begun to swell.

ATTRIBUTES

Body: 5
Quickness: 4
Strength: 3
Charisma: 2
Intelligence: 2
Willpower: 4
Essence: 6
Reaction: 3

SKILLS

Armed Combat: 5
Car: 3
Etiquette (Street): 3
Unarmed Combat: 4

Special Skills

Local Politics: 4
Rabble-Rousing: 3

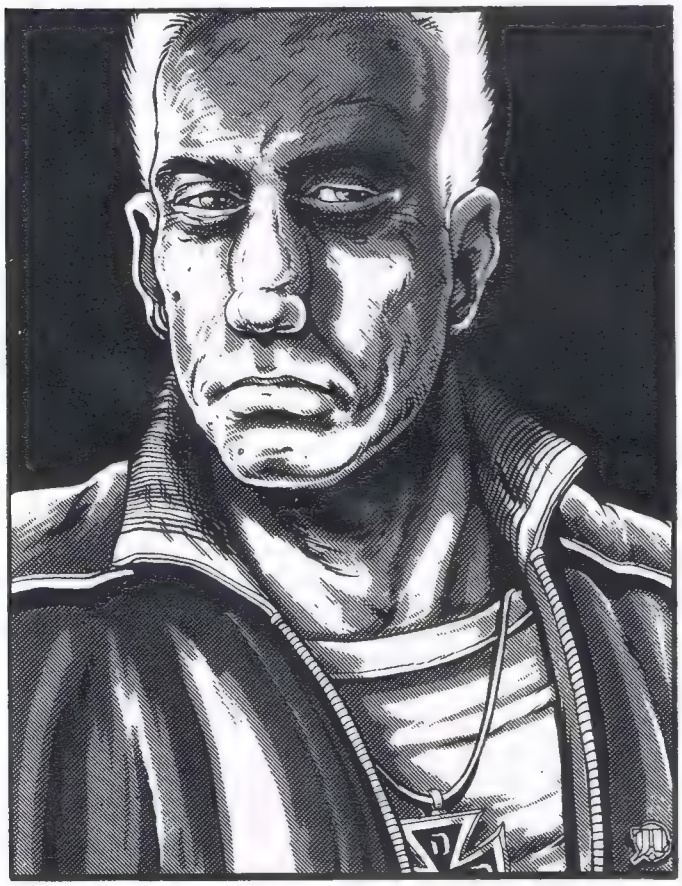
GEAR

Armor Vest
Car (Appropriately decorated with slogans)
Club
Spray Paint Can

Notes

Travels in pack of 1D6 +1.

Professional Rating: 1–2



DOCK WORKER

"I work the docks, many times long after everybody else has gone back home to get some dinner and some sleep. Sure I see things. Doesn't everybody? I got a job, and a family of my own to think about, chummer. What's your offer?"

QUOTES

"I wouldn't stand there if I were you..."
"Fish? Of course, I smell fish! Don't be an idiot."
"What ship did you say you was lookin' for?"

COMMENTARY

With little to do besides lift and load, the dock worker always keep his eyes and ears open to what's going on around him. He probably knows a lot, but the docks are a tight-knit community. It's not easy to persuade him to betray that trust.

ATTRIBUTES

Body: 6
Quickness: 3
Strength: 6
Charisma: 3
Intelligence: 3
Willpower: 4
Essence: 6
Reaction: 3

SKILLS

Athletics: 3
Car: 3
Etiquette (Corporate): 2
Negotiation: 2
Throwing Weapons: 2
Unarmed Combat: 2

GEAR

Club

Notes

On the docks, at least 1D6 other dock workers are always present.

Professional Rating: 1–2

ELF-POSER GANG MEMBER

"Ain't you ever seen an elf before? Of course, we're elfs. It's cool to be an elf. Cross us and you'll quickly learn how uncool it is to be dead. Samma wagga kan?"

QUOTES

"I swear we're gonna become a chapter of the Ancients... someday."

COMMENTARY

To be a member of an elf-poser gang, one must be an elf, or at least look like one. To that end, all members of the gang have undergone varying degrees of cosmetic surgery to give them that characteristic "elf" appearance. Anyone who spends any time with members of a poser-gang will learn that they suffer almost uniformly from a serious inferiority complex.

ATTRIBUTES
- Body: 4
- Quickness: 4
- Strength: 2
- Charisma: 3
- Intelligence: 2
- Willpower: 2
- Essence: 6
- Reaction: 3

SKILLS
- Armed Combat: 2
- Bike: 3
- Firearms: 3
- Unarmed Combat: 2

Special Skill
- "Elf" Gang Speak: 2

GEAR
- Armor Clothing
- Beaten-up Motorcycle
- Light Pistol (with two extra clips)
- Sword

Professional Rating: 1

FAN

"You know that you're the best, don't you? Nobody else in your league. I've got all your best lines memorized. A friend of mine even set up pseudo-stims for me. I play 'em back all the time. Of course, it can't be anything like the real thing, but I suppose it's as close as I'll get to the thrills or the danger. What's it really like out there?"

QUOTES

"I can't believe that I'm really talking to you. This is real wiz!"

"I remember the time when you..."

"No! Hey, don't run away!"

COMMENTARY

The fan may seem like a loser, the kind of person someone should avoid. Every fan has some talent, connection, capability, however, that just might be very useful in the right circumstances. Suffering a little hero worship is a small price to pay for the aid the fan would give so freely.

ATTRIBUTES
- Body: 2
- Quickness: 2
- Strength: 2
- Charisma: 1
- Intelligence: 2
- Willpower: 1
- Essence: 5.5
- Reaction: 2

SKILLS
- Etiquette (varies): 2
- Other skill useful to his idol: 5

Special Skill
- History of Idol's Career: 8

CYBERWARE
- Datajack

Professional Rating: 1

FIRE FIGHTER

"You'd think the people of this city would understand. They live here, this is their home. Burn it down and you're only hurting yourself. I just don't understand sometimes."

QUOTES

"Lady! Don't panic! We're coming up to get you!"

"There's no water pressure. Somebody or something in the sewers must have ruptured a pipe. No, I don't know what we'll do."

COMMENTARY

The fire fighter is an employee of one of the corporations contracted to do city-wide fire fighting. Like the Metroplex Guardsman, he desperately wants to make a difference. Everything, however, seems to work against him. Corporate bureaucracy, local political machinations, and underequipped and understaffed trucks all make his job harder than it needs to be.

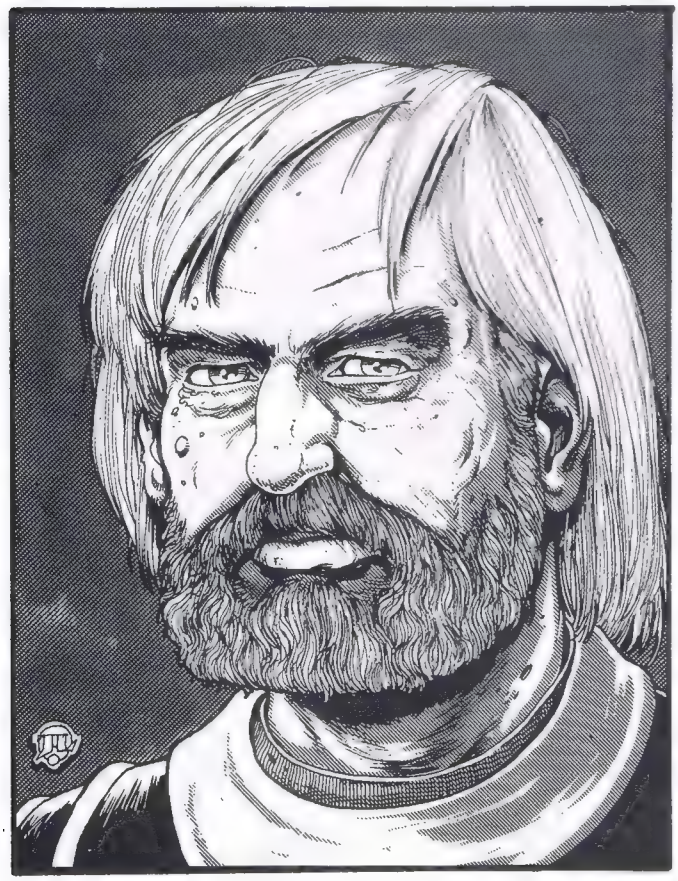
ATTRIBUTES
Body: 5
Quickness: 6
Strength: 5
Charisma: 3
Intelligence: 3
Willpower: 5
Essence: 6
Reaction: 4

SKILLS
Athletics: 3
Biotech: 3
Car: 2

Special Skills
Fire Fighting: 4

GEAR
Fire Resistant Clothing (Armor Rating 0/1)
Micro-Transceiver Headset
Respirator

Professional Rating: 2 (3 when lives are at stake)



GOVERNMENT AGENT

"I'm always amazed at what these damn corporations thi they can get away with. Don't they think anybody is watchin Well, I can tell you that *we're* watching."

QUOTES

"Don't give me that corporate immunity drek. You're comi with me."

COMMENTARY

Holding a firm belief in the power and right of the gove ment—be it the CAS, UCAS, tribal, or local—the government age is nonetheless daunted and disheartened by the disdain t megacorporations show for his government.

ATTRIBUTES
Body: 4
Quickness: 6
Strength: 4
Charisma: 4
Intelligence: 5
Willpower: 4
Essence: 2.8
Reaction: 5 (7)

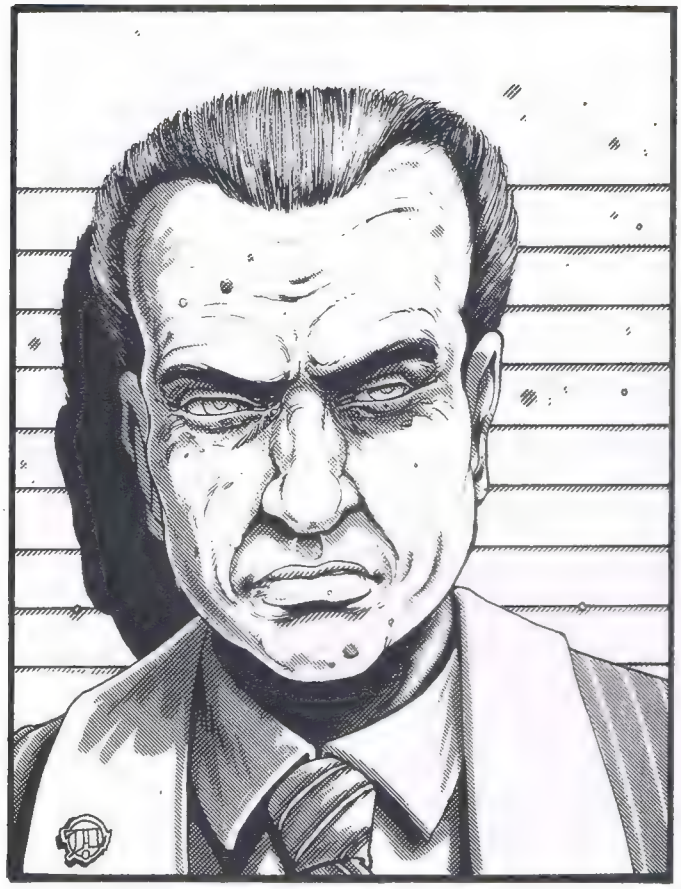
SKILLS
Car: 3
Electronics: 3
Etiquette (Agency): 3
Etiquette (Political): 1
Firearms: 5
Interrogation: 3
Rotorcraft: 2
Unarmed Combat: 4

CYBERWARE
Datajack, 50 Mp of Memory
Smartlink
Wired Reflexes: 1

GEAR
Micro-Transceiver
50,000¥ in appropriate electronic equipment

Notes
Never acts alone.

Professional Rating: 2–3



GOVERNMENT OFFICIAL

"It's a fact of life, son. The megacorporations all but own this country. Now, we can roll over and die, or we can fight them in ways they might not even expect. It's not going to happen over night, but it will happen. Meanwhile, we have to play their game, by their rules, and that might mean not always doing the right thing. But the ends justify the means, don't they?"

QUOTES

"I'm sorry, but we have no comment at this time."

"We are taking it into committee, but I assure you that we will not let them get away with it."

COMMENTARY

The government official is a game player, be it the corporate or political game. He knows that sometimes he has to go along with something that doesn't sit right with him or that isn't beneficial in the short run. He has his eye on the long-term goal, however, and believes that attainment of that goal will justify his present actions.

ATTRIBUTES
- Body: 2
- Quickness: 2
- Strength: 2
- Charisma: 6
- Intelligence: 6
- Willpower: 5
- Essence: 5.6
- Reaction: 4

SKILLS
- Etiquette (Corporate): 6
- Etiquette (Political): 6
- Leadership: 4
- Negotiation: 5

Special Skills
- Economic Theory: 2
- Politics: 4

CYBERWARE

Datajack, 20 Mp of Memory

Professional Rating: 1

MAFIA DON

"It would behoove you to be more respectful to me. I control many things in this area, and that power could be used for or against you. If you understand how power works in this city, you will understand how unwise it is to trifle with me."

QUOTES

"My people will listen to me. They know what will happen if they do not."

"Horses? I like horses."

COMMENTARY

Heading a broad-based, multi-ethnic criminal organization, the Mafia don is in a position to command respect, and he knows it. He will only tolerate anything less if the other party has the force to back it up.

Continuing the Mafia's long-standing traditions, the don's people have sworn not to deal in BTL chips. Unfortunately, not all his lieutenants obey their vows.

ATTRIBUTES
- Body: 2
- Quickness: 2
- Strength: 2
- Charisma: 6
- Intelligence: 7
- Willpower: 6
- Essence: 6
- Reaction: 2

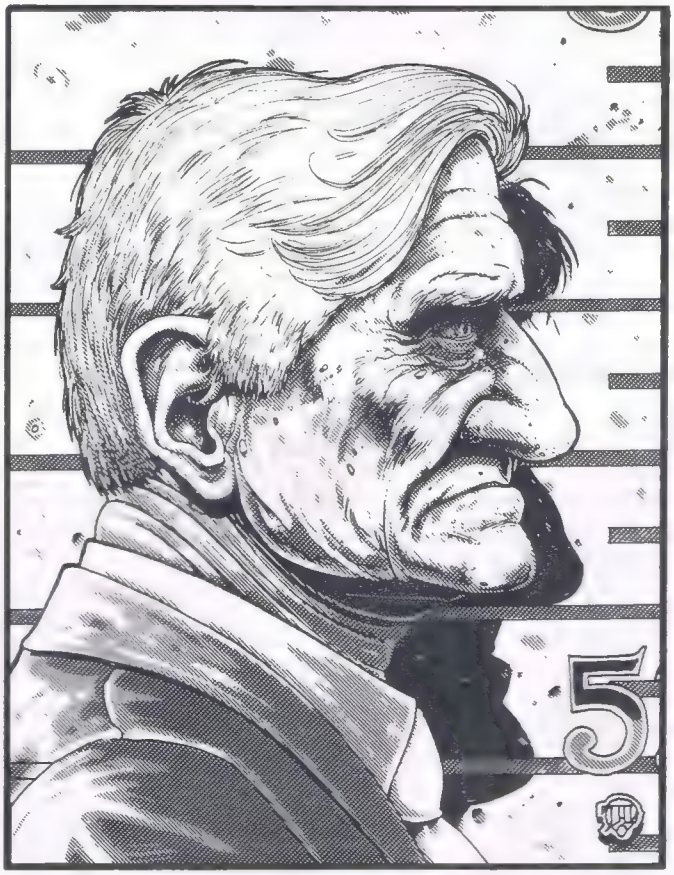
SKILLS
- Etiquette (Family): 5
- Interrogation: 3
- Leadership: 6
- Negotiation: 6

Special Skills
- Local Politics: 4
- Neighborhood Knowledge: 3

Notes

Always has at least two Mafia soldiers with him.

Professional Rating: 2



MAFIA SOLDIER

"You've got an attitude, punk, and it's one that's gonna get you geeked. If you're going to talk like that, you better move it outta here. *Now.* Why don't you try it on the yaks and see how they like it? Yeah. Thought so."

QUOTES

"The name's Janowitz. Why?"

"This is our territory, these are our people. The don says if you mess with them, you mess with him."

"I think you should leave. We wouldn't want to stain the tablecloth."

COMMENTARY

The Mafia soldier is a loyal member of the family, doing the bidding of the don and his lieutenants. Far from dumb or ignorant, the soldier acts as a kind of "Block Captain," relaying information up and down the ladder of gang hierarchy. Sure he's tough, but so's his neighborhood. And when the don calls, he'll be there.

ATTRIBUTES

Body: 5
Quickness: 4
Strength: 4
Charisma: 3
Intelligence: 4
Willpower: 3
Essence: 5.3
Reaction: 4

SKILLS

Car: 3
Etiquette (Family): 4
Etiquette (Street): 5
Firearms: 5
Interrogation: 3
Unarmed Combat: 3

Special Skills

Local Rumormill: 4

GEAR

Armor Clothing
Heavy Pistol

Professional Rating: 2-3

NEWSMAN/MEDIA ENTREPRENEUR

"Look, anybody can cover the news. You just point the camera and press 'record.' No big deal. What takes talent is setting it up so that the viewers think they're interested. We all know the public doesn't give a drek, but it's my job to help them pretend that they do."

"It's their fundamental right to be informed. At least that's what we'll tell them."

QUOTES

"Let me come along and cover it. I won't release till you give me the go-ahead."

"Wizzer! That was great! But could you do it one more time, and, um, look a little *meaner* this time?"

COMMENTARY

This contact comes in two basic varieties: the network-affiliated or independent newshound, and the entrepreneur. Both are in the broadcasting business and unless bought by a corporation, know that uncovering dirt is good for the ratings.

ATTRIBUTES

Body: 3
Quickness: 3
Strength: 2
Charisma: 6
Intelligence: 5
Willpower: 4
Essence: 6
Reaction: 4

SKILLS

Computer: 2
Etiquette (Corporate): 3
Etiquette (Media): 5
Etiquette (Street): 4
Etiquette (Tribal): 3
Negotiation: 4
Stealth: 3
Unarmed Combat: 2

GEAR

10,000¥ in appropriate gear

Professional Rating: 2–3

METROPLEX GUARDSMAN

"I liked it better when we were the National Guard. People respected us more. But since the politicians got their way, we're the Metroplex Guard. We're supposed to be some kind of 'accommodation' with the S-S Council. Isn't the government still part of the UCAS? I suppose that it don't really matter. We still do the same jobs."

QUOTES

"It's our job to keep the peace. But if you want to make trouble, we can accommodate you there as well."

"What am I doing here? I could be home right now."

COMMENTARY

As part of an emergency peace-keeping force, the Metroplex Guardsman is under the direct orders of the governor. Though under-manned and ill-supplied compared to corporate forces and professional security cops, the Guardsmen are citizens proud to serve.

ATTRIBUTES

Body: 4
Quickness: 4
Strength: 4
Charisma: 2
Intelligence: 3
Willpower: 3
Essence: 6
Reaction: 3

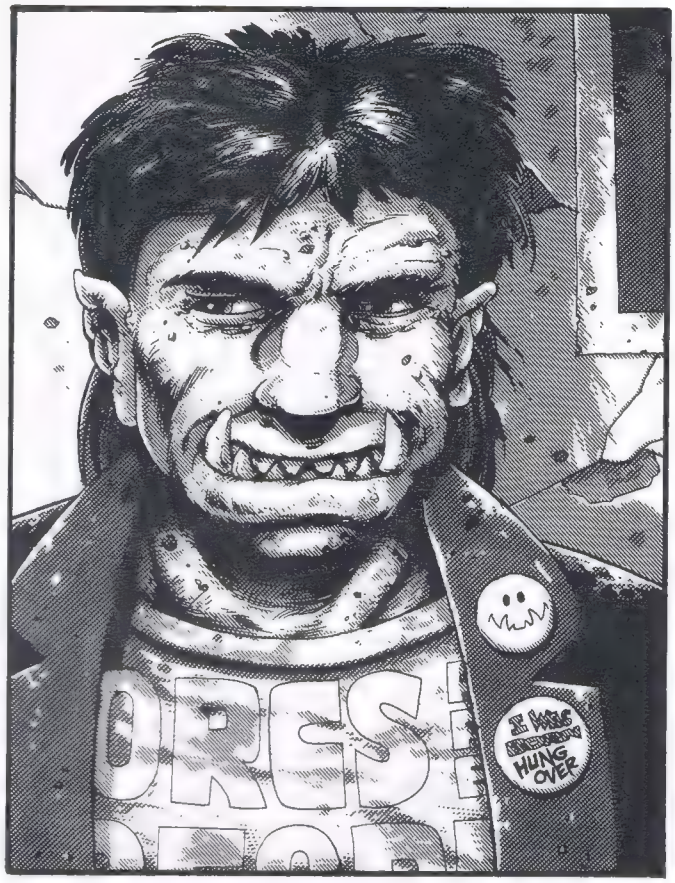
SKILLS

Etiquette (Corporate): 2
Etiquette (Street): 2
Firearms: 5
Unarmed Combat: 4

GEAR

Armor Jacket
Submachine Gun

Professional Rating: 2–3



ORK RIGHTS COMMITTEE MEMBER (ORC)

"You heard it right. O-R-C. It stands for the Ork Rights Committee. We're dedicated to seeing orks get a fair shake in city politics. Think about it. How many orks are sitting on the city council now, and how much of the population do we represent? You can see we've got a problem, and no one's even mentioned bigotry yet."

QUOTES

"Orks are people, too."

"Orks have the same rights as any other sentient."

"We'll take our cause to the streets if we have to."

COMMENTARY

The ORC Policlub is dedicated to the protection of ork rights, and they'll fight for those rights in the council chambers, in corporate corridors, or in the streets, if necessary. Though their political clout is strong, many ORC members have taken to "direct negotiation" with those who violate ork rights, especially members of the Humanis Policlub (particularly those connected with Alamos 20,000).

Most ORC members are orks, but a growing minority consists of enlightened humans and other races.

ATTRIBUTES

Body: 7
Quickness: 2
Strength: 6
Charisma: 2
Intelligence: 4
Willpower: 4
Essence: 6
Reaction: 3

SKILLS

Etiquette (Political): 3
Leadership: 2
Negotiation: 3
Sociology: 3
Unarmed Combat: 3

Professional Rating: 2

ORK SHAMAN

"Humph. You think the Powers of Nature do not call to us, too? Her Special Children? All of us hear, though few listen, and even fewer obey. That will change in time, as will the balance of all things. Such is the Wheel."

QUOTES

"The Spirits Dance to my call, breeder."

"Soon we will see the coming of the New Way."

COMMENTARY

Sometime early in his life, the ork shaman was initiated into the Path of the True Way and he began his walk. Though he knows not where this road leads, he is sure it is the way that he and all the rest of his people must walk. He believes that the Great Mother has a special place for her Children, and awaits the revelation of that knowledge.

ATTRIBUTES

Body: 5
Quickness: 2
Strength: 5
Charisma: 4
Intelligence: 5
Willpower: 6
Essence: 6
Magic: 6
Reaction: 3

SKILLS

Armed Combat: 3
Conjuring: 6
Magical Theory: 4
Sorcery: 4
Unarmed Combat: 3

SPELLS

Any three with Force levels totaling 15.

GEAR

Sword

Professional Rating: 2–3

PARAMEDIC

"Every time we go out there, I'm afraid of what I'm going to see. The worst is getting a call out to the middle of some hell-on-earth where some poor-slob BTL chiphead kid has decided he's a drek-brained shadowrunner. Sometimes I just don't understand what's going on here."

QUOTES

"Lady! Stay there! We're coming up to get you!"

"Look, you just fell six stories and you've got at least a dozen bullets in you. I'm telling you, a stim patch just ain't gonna do it."

COMMENTARY

The paramedic sees it all. When people go off the deep end or when street action just gets too hot, he is often the one who comes in to tend to the casualties. The paramedic knows the worst that can happen, but he feels helpless to change things.

ATTRIBUTES

Body: 3
Quickness: 4
Strength: 3
Charisma: 3
Intelligence: 4
Willpower: 3
Essence: 6
Reaction: 4

SKILLS

Biotech: 5
Car: 3
Cybertechnology: 1
Firearms: 2
Unarmed Combat: 2

GEAR

Armor Jacket
Medkit
Patches (5 of each kind)
Smoke Grenade (1)

Professional Rating: 2 (3 when lives are at stake)

PEDESTRIAN

"Who me? Naw, I'm nobody. I'm just going to work like everybody else. Nothing special about me. Thank god."

QUOTES

"Wow! Are those real cyberspurs you've got? Can I see them?"

"ohgod ohgod ohgod ohgod ohgod ohgod...."

COMMENTARY

The pedestrian is the average citizen. He's part of the 99 percent of the population who have no cyberware, rarely see real magic, and have probably seen an actual dragon a grand total of twice in their lives. Sure, they see some of the other races, but doesn't everybody?

RACIAL MODIFIERS

	Human	Elf	Dwarf	Ork	Troll
Attributes					
Body	3	3	4	6	8
Quickness	3	4	2	3	2
Strength	3	3	5	5	7
Charisma	3	5	3	2	1
Intelligence	3	3	3	2	1
Willpower	3	3	4	3	2
Essence	6	6	6	6	6
Reaction	3	3	2	2	1

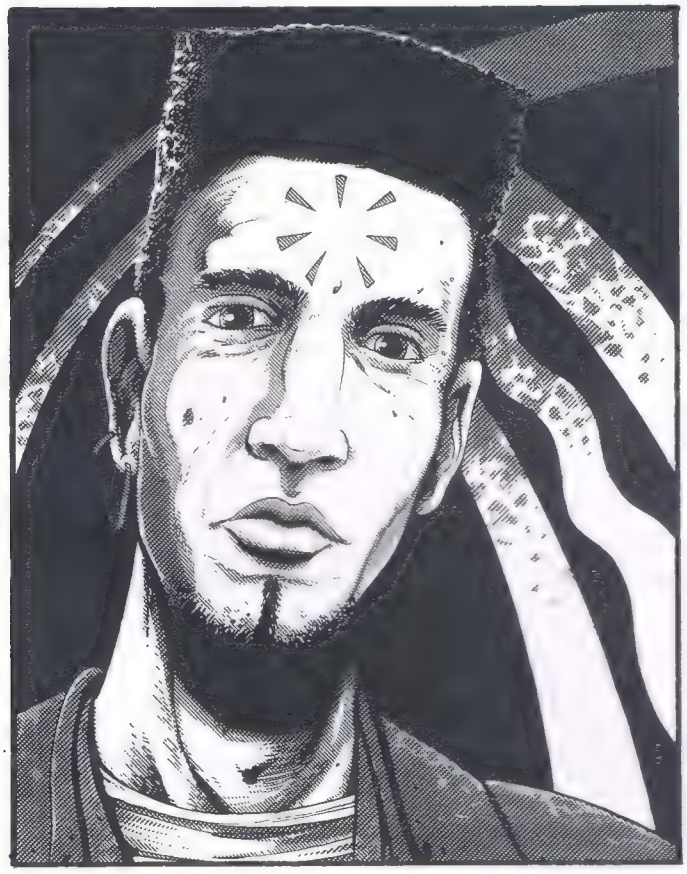
Special Skills

"Professional" Skill: 3

GEAR

Normal Clothing

Professional Rating: 1



PLAINCLOTHES COP

"I watch the streets. I see what goes on. I'm working to keep law and order as best I can, but it's tough. The uniformed guys usually have to jump in when something happens, but most times I need to hang back and see where it leads. We can't sweat the small stuff."

QUOTES

"Metro police. Nobody move!"

"Look, buddy, I can help you. I'm a cop."

"Que hablo Colt Manhunter?"

COMMENTARY

Be he from government-backed or corporate police, the plainclothes cop knows the street better than anyone. He knows how to move with it, how to become part of it, or how to disappear for weeks at a time. He senses the street's ebb and flow so well that the hairs on the back of his neck prickle at the slightest change. He also understands that someone in his work can't always just come down hard. Sometimes he's just gotta play the game.

ATTRIBUTES

Body: 4
Quickness: 5
Strength: 3
Charisma: 3
Intelligence: 4
Willpower: 5
Essence: 6
Reaction: 4

SKILLS

Car: 3
Etiquette (Law Enforcement): 4
Etiquette (Street): 7
Firearms: 5
Military Theory: 2
Psychology: 4
Sociology: 3
Unarmed Combat: 4

GEAR

Colt Manhunter
Micro-Transceiver

Professional Rating: 2 (3 when lives are at stake)

REPORTER

"You've got a story to tell. I've got an ear to listen. Everybody's got something to hide, and it's my job to find out what it is. Hey, if it's not hiding, it's not worth finding."

QUOTES

"You say he was with *who*? Well, well..."

COMMENTARY

With the dozens of datafaxes jamming the average person's electronic mailbox, the news-gathering business is quite competitive. The ability to update an edition and transmit it within twenty minutes has made speed and secrecy blood-brothers in the reporting business. Help the reporter out, and he won't forget the favor.

ATTRIBUTES

Body: 3
Quickness: 5
Strength: 2
Charisma: 5
Intelligence: 6
Willpower: 5
Essence: 4.3
Reaction: 5

SKILLS

Car: 2
Etiquette (Corporate): 5
Etiquette (Political): 5
Etiquette (Street): 5
Firearms: 3
Interrogation: 6
Negotiation: 5
Unarmed Combat: 3

Special Skill

Nose for News: 5

CYBERWARE

Datajack, 100 Mp of Memory
Display Link
Telephone

GEAR

Armor Clothing
Dodge Scoot
30,000¥ of Surveillance Equipment

Professional Rating: 2–3

SASQUATCH ENTERTAINER

(Uses Perkins-Athabaskan sign language for speech) "Wonderful sounds! Sing joyous! Cry high, dance low, I will make them for you now."

QUOTES

"You have a wonderful voice. May I take it?"

"(Forest/bird noises) Isn't it beautiful? If we are not careful, my sounds are soon all we will have left of the forests."

COMMENTARY

Declared a sentient species by United Nations decree in 2046, the sasquatch has since begun a slow migration into urban areas. While still rare, a sasquatch entertainer is a sight to behold. Grinning wildly, he enjoys his incredible ability to imitate sounds almost as much as running through the early morning forest. A Metahuman Rights activist usually accompanies him to serve as a translator.

ATTRIBUTES

Body: 8
Quickness: 3
Strength: 7
Charisma: 3
Intelligence: 3
Willpower: 2
Essence: (6)
Magic: 6*
Reaction: 4

SKILLS

Unarmed Combat: 6

Special Skill

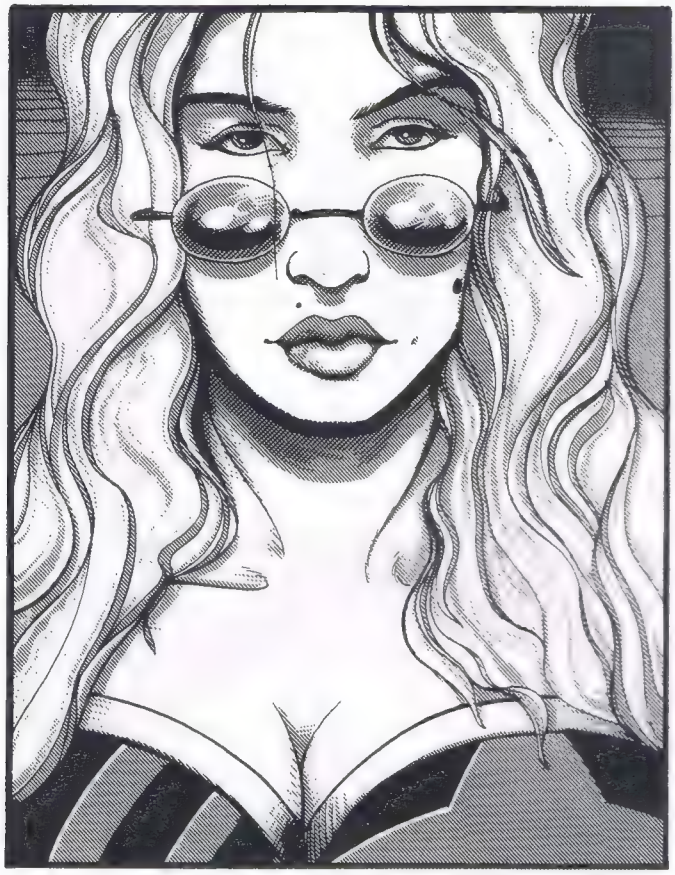
Sound Mimicry: 8

*Sasquatch are credited with shamanic magical capability, but few practice it.

Notes

The sasquatch is a dual-nature being with a +1 Reach.

Professional Rating: 2



SIMSENSE STAR

"My agent says that I should be real careful about what I say. So I am, you know. My image, he says. It's real important."

QUOTES

"Wiz! Real wiz!"

"You're so big and strong. Hey, you're like beautiful, you know."

"Like. It was like. Well. It was. Really."

COMMENTARY

She/he is beautiful beyond your dreams, and her/his lifestyle comes out of those dreams. She/he is also property of the corporation. Look, even experience (simchips available at a reasonable price), but don't ever touch.

ATTRIBUTES
Body: 3
Quickness: 3
Strength: 3
Charisma: 6
Intelligence: 3
Willpower: 4
Essence: 4.7
Reaction: 3

SKILLS
Athletics: 4
Bike: 3
Car: 3
Etiquette (Corporate): 4
Etiquette (Media): 6
Negotiation: 6

Special Skill
Acting: 2

CYBERWARE
Custom Simsense Rig
Senselink and Internal Transmitter

Professional Rating: 1–2

SNITCH

"Me? Why would I know anything? I tell ya, I just live round here. I don't hear nothin', I don't see nothin'. What's that? Thirty nuyen? Well, ya know, I do kinda remember."

QUOTES

"Geez, if they found out I talked to you, they'd have my scalp."

"Man, oh man, I shouldn't be tellin' you this, chummer, but..."

"Me? I ain't no snitch! I didn't tell you nothing! Right? RIGHT?"

COMMENTARY

The snitch may be the most weasely fellow ever born, but oh what he can tell you for a couple of nuyen. He's managed to stay alive this long, so maybe there's something to the old adage about God smiling on fools. Either that, or the snitch is not as dumb as he looks.

ATTRIBUTES
Body: 2
Quickness: 6
Strength: 2
Charisma: 1
Intelligence: 3
Willpower: 2
Essence: 6
Reaction: 4

SKILLS
Etiquette (Street): 4
Negotiation: 4
Unarmed Combat: 2

Special Skill
Local Rumormill: 6

GEAR
Armor Vest
Walther Palm Pistol

Professional Rating: 1

STORE OWNER

"This is my store, and I've lived in this neighborhood for forty years. No matter what happens around here, this is where I'm staying. Business is O.K., and nobody bothers me too much. And I'll tell ya, them orks down the block are fine by me. At least they pay their bills. Not like some others around here."

QUOTES

"You wanna squeeze it, you buy it."

"Watch that pyramid of cans, kid. It took me hours to set 'em up."

COMMENTARY

Part of the neighborhood's eyes and ears, the store owner sees the same people day in and day out. He knows their routines and has a handle on their personalities. When somebody makes a change, it's as obvious to the store owner as if the person were suddenly wearing war paint. If a bunch of strangers appears in the neighborhood, he'll know it.

ATTRIBUTES

Body: 4
Quickness: 2
Strength: 3
Charisma: 4
Intelligence: 3
Willpower: 5
Essence: 6
Reaction: 2

SKILLS

Firearms: 3
Negotiation: 5

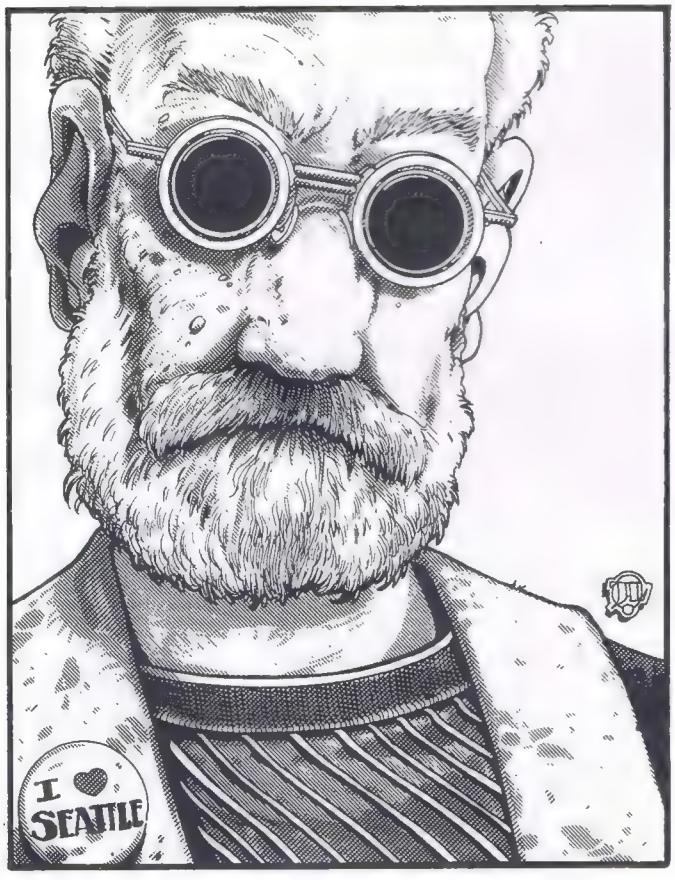
Special Skills

Neighborhood Rumormill: 5

Notes

Remington Roomsweeper under the counter. Lone Star PANICBUTTON within reach of his foot.

Professional Rating: 2



STREET KID

"Hey, chummer! Have I got something to tell you! Hey! Will yo listen to me! I know what I'm talking about! It's that guy on the tride the one with the big grin. He's got a girlfriend in a condoplex. Oh sur now your eyes light up."

QUOTES

"Hey, mister! You the one who's looking for the Weasel?"

"Sure, I'll watch the place. How much is it worth to ya?"

COMMENTARY

No matter where you look, there's the street kid, and she ge annoying really fast. Don't give her the quick, cool brush-o however, because you can't tell who she might know or what sh might have heard. Be careful, too, because in her eyes, you' *somebody*, more of a person than her parents ever were.

ATTRIBUTES

Body: 2
Quickness: 6
Strength: 2
Charisma: 4
Intelligence: 4
Willpower: 3
Essence: 6
Reaction: 5

SKILLS

Armed Combat: 2
Athletics: 4
Etiquette (Street): 4
Stealth: 3
Unarmed Combat: 2

Special Skill

Street Rumormill: 3

GEAR

Armor Vest
Knife

Notes

Three out of six street kids have a pet dog.

Professional Rating: 1–2

TAXI DRIVER

"Sure, chummer, I'll take you there, but it's gonna cost you extra. No, I ain't particularly worried about gettin' hurt. It's the car that takes a beating in the neighborhood."

QUOTES

"Three hundred-fifty nuyen, chummer. Inflation, ya know."

"I got the back of this cab so armored, you could set off a nuke back there and I'd barely notice."

COMMENTARY

The taxi driver is only trying to earn his piece of the pie. For a price, he'll take you just about anywhere you want to go, and for a different price, maybe even tell you about other passengers who have ridden in his cab.

ATTRIBUTES

Body: 3
Quickness: 3
Strength: 3
Charisma: 4
Intelligence: 4
Willpower: 5
Essence: 5.2
Reaction: 3

SKILLS

Car: 5
Etiquette (Street): 2
Firearms: 3
Unarmed Combat: 2

Special Skill

Street Rumormill: 3

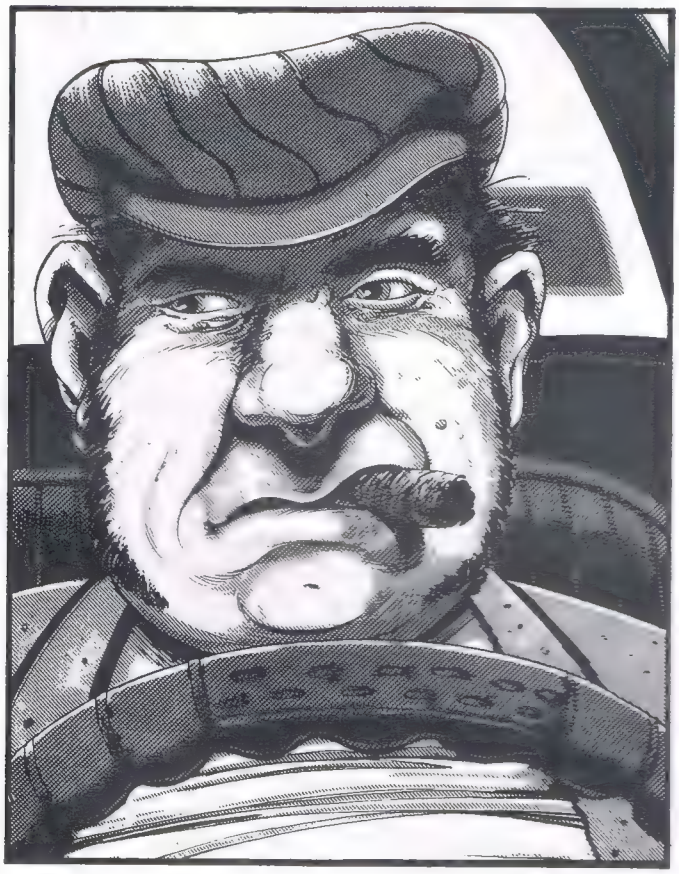
CYBERWARE

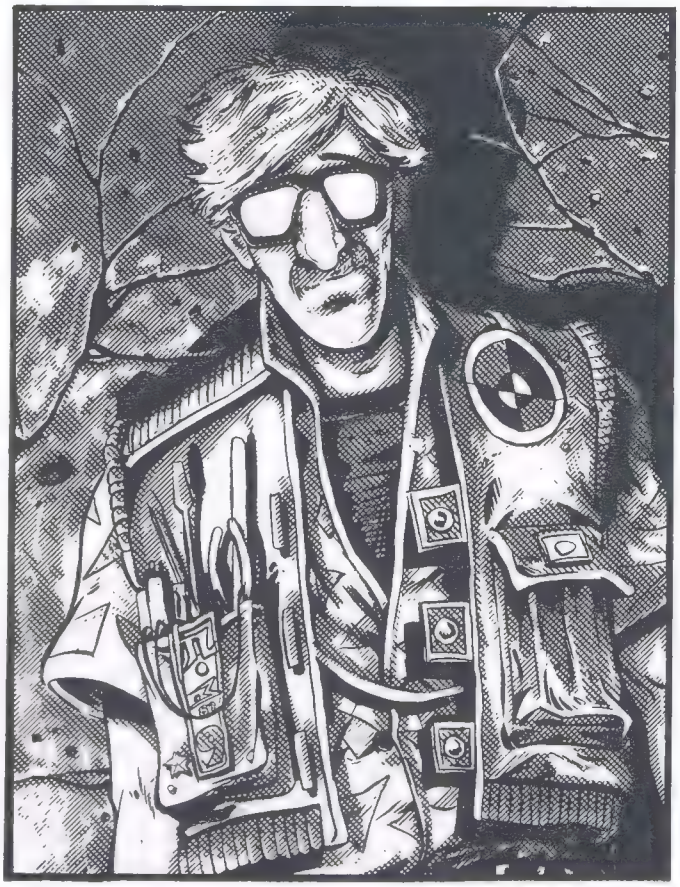
Datajack, with Mp of Memory
Display Link (Retinal) for local map

GEAR

Armor Jacket
Browning Ultra-Power
Ford Americar modified with extra Armor (1 pt) and a Thick Armor Glass partition inside.

Professional Rating: 2





TECHNICIAN

"Slow down. You're always in too much of a rush. Tell me again what the problem is. You tried the debug? Let me see that thing. Ease off. I know you said you tried it, but I just wanted to see for myself. Well, I think I have a good idea what the trouble is. Have it for you next Tuesday. You want it by when? That'll be a rush charge. O.K., chummer, it's your credit."

QUOTES

"Must be a software problem."

"You want quality. You have to pay for it."

"Don't rush me. This delicate stuff takes time."

"I could fix it for you if I had the parts."

"I can fix anything if the credit's there."

COMMENTARY

The technician is the man to see when hardware or an electronic device is not operating correctly. He may be a legitimate businessman, a corporate suit, or even a black marketeer. One way or another, he is a man of invaluable skill.

ATTRIBUTES

Body: 2
Quickness: 3
Strength: 3
Charisma: 2
Intelligence: 6
Willpower: 4
Essence: 5.8
Reaction: 4

SKILLS

Biotech: 3
Computer : 4
Computer (B/R): 6
Computer Theory: 5
Cybertechnology: 3
Electronics: 3
Electronics (B/R): 3

CYBERWARE

Datajack

Professional Rating: 1–2

TERRORIST

"My cause is just, and in time, you will see its righteousness. Few understand now, but that will change. My actions will one day brush the sleep from the eyes of a truly Awakened world."

QUOTES

"There are no innocents."

COMMENTARY

The terrorist is a firm believer in his cause, be it a policlub, opposition to environmental destruction, or an oppressed people. He believes terrorism is necessary because every other avenue has been exhausted. He targets either his opposition or something that can hurt them, but will not excuse anyone who stands on the sidelines.

ATTRIBUTES
- Body: 3
- Quickness: 4
- Strength: 3
- Charisma: 4
- Intelligence: 4
- Willpower: 3
- Essence: 3.5
- Reaction: 4 (6)

SKILLS
- Armed Combat: 3
- Car: 2
- Demolition (B/R): 3
- Demolition: 3
- Firearms: 6
- Psychology: 4
- Unarmed Combat: 4

CYBERWARE
- Smartlink
- Wired Reflexes (1)

GEAR
- Ares Predator (with smartlink)
- Armor Clothing
- FN-HAR Assault Rifle (with smartlink)

Professional Rating: 2–4

WIZ KID MAGE

"Hey-hey, the wiz ain't just for you olders. Gray-hair, let me tell you how it's done. You grab the Art by its neck, smack it into shape, and leave it whimpering to follow at your heel."

QUOTES

"Anybody up for a little wiz-bang?"

COMMENTARY

Mix the "Mr. Magic Home Training Simsense" with natural talent and a smattering of real magical training and you get the wiz kid mage. Under-age for virtually everything, he nonetheless commands powerful magics. Often the wiz kids will group temporarily in wizzer gangs until the personality clashes result in a magical bloodbath.

ATTRIBUTES
- Body: 2
- Quickness: 5
- Strength: 2
- Charisma: 2
- Intelligence: 3
- Willpower: 2
- Essence: 6
- Magic: 3
- Reaction: 4

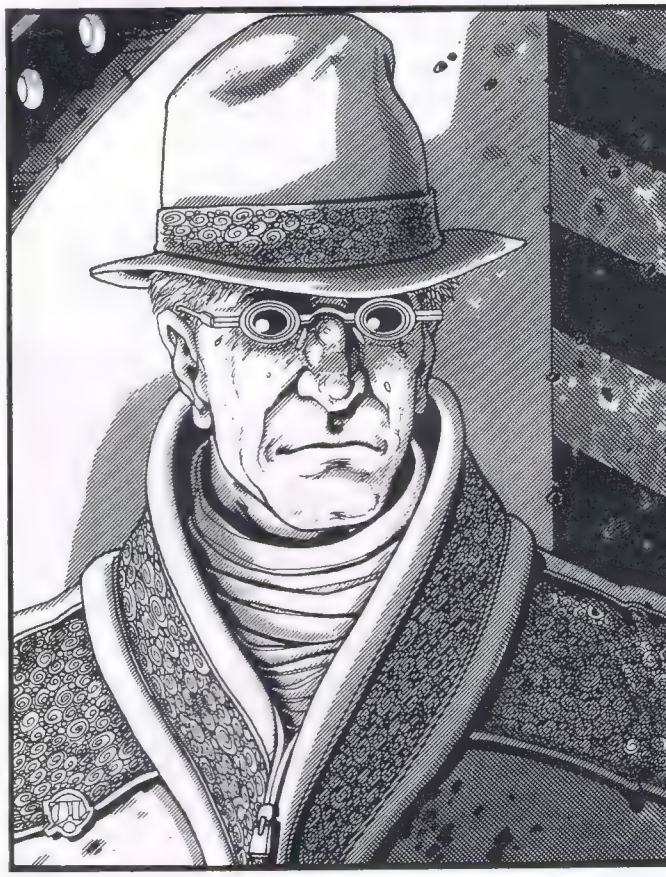
SKILLS
- Bike: 2
- Conjuring: 2
- Firearms: 2
- Magical Theory: 1
- Sorcery: 3
- Unarmed Combat: 2

GEAR
- Armor Vest
- Fichetti Security 500
- Suzuki Aurora

Spells

Combat	Health	Illusion
Fireball: 3	Heal: 3	Chaos: 2
Powerbolt: 4		Mask: 2

Professional Rating: 2



SHADOWRUN
SECOND EDITION
DECKER RECORD SHEET

NAME | RACE | SEX | AGE | DESCRIPTION | NOTES

ATTRIBUTES

	RATING
Body	
Quickness	
Strength	
Charisma	
Intelligence	
Willpower	
Essence	
(Magic)	

REACTION

INITIATIVE

CONDITION MONITOR

	LIGHT STUN	MODERATE STUN	SERIOUS STUN	DEADLY STUN
STUN	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc.
PHYSICAL	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc. maybe dead
	LIGHT WOUND	MODERATE WOUND	SERIOUS WOUND	DEADLY WOUND

PHYSICAL DAMAGE OVERFLOW

KARMA

KARMA POOL

GOOD KARMA

SKILLS

NAME	RATING

CYBERDECK

	CURRENT.	MAX.
MCPC		
HARDENING		
ACT. MEMORY		
STOR. MEMORY		
LOAD SPEED		
I/O SPEED		
RESPONSE		

	MAX	-50%	+50%
BOD			
EVASION			
MASKING			
SENSORS			

PROGRAMS | RATING | ACTIVE ?

BASE LOAD | CURRENT LOAD

CONDITION MONITOR: DECK CRASHED; SERIOUS +3 T#/ -3 INIT; MODERATE +2 T#/ -2 INIT; LIGHT +1 T#/ -1 INIT

DICE POOLS

COMBAT POOL

_____ POOL

_____ POOL

_____ POOL

CYBERWARE

TYPE	RATING	TYPE	RATING	TYPE	RATING

WEAPONS

NAME	TYPE	CONCEALABILITY	REACH	MODE	SHORT	MEDIUM	LONG	EXTREME	AMMO	DAMAGE	MODIFIERS

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CHARACTER SKETCH

CHARACTER NOTES

CONTACTS AND INFORMATION

GAME NOTES/GEAR

VEHICLE

TYPE _____

CONDITIO MONITOR

RATING

HANDLING _____

SPEED _____

BODY _____

ARMOR _____

SIGNATURE _____

PILOT _____

FIRMPOINTS _____

HARDPOINTS _____

DESTROYED>

SERIOUS> DAMAGE

MODERATE> DAMAGE

LIGHT> DAMAGE

NOTES

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SHADOWRUN SECOND EDITION

MAGICIAN RECORD SHEET

NAME | RACE

SEX | AGE | DESCRIPTION

NOTES

ATTRIBUTES

	RATING
Body	
Quickness	
Strength	
Charisma	
Intelligence	
Willpower	
Essence	
(Magic)	

REACTION

INITIATIVE

CONDITION MONITOR

	LIGHT STUN	MODERATE STUN	SERIOUS STUN	DEADLY STUN
STUN	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc.
PHYSICAL	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc. maybe dead
	LIGHT WOUND	MODERATE WOUND	SERIOUS WOUND	DEADLY WOUND

PHYSICAL DAMAGE OVERFLOW

KARMA

KARMA POOL

GOOD KARMA

SKILLS

NAME	RATING

DICE POOLS

COMBAT POOL

_____ POOL

_____ POOL

_____ POOL

ARMOR/GEAR

TYPE	RATING

CYBERWARE

TYPE	RATING

SPELLS

NAME	TYPE	RANGE	TARGET	DURATION	DRAIN

WEAPONS

NAME	TYPE	CONCEALABILITY	REACH	MODE	SHORT	MEDIUM	LONG	EXTREME	AMMO	DAMAGE	MODIFIERS

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CHARACTER SKETCH

CHARACTER NOTES

CONTACTS AND INFORMATION

GAME NOTES/GEAR

VEHICLE

TYPE _____

CONDITION MONITOR

RATING

HANDLING _____

SPEED _____

BODY _____

ARMOR _____

SIGNATURE _____

PILOT _____

FIRMPOINTS _____

HARDPOINTS _____

DESTROYED>

SERIOUS> DAMAGE

MODERATE> DAMAGE

LIGHT> DAMAGE

NOTES

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SHADOWRUN SECOND EDITION

RIGGER RECORD SHEET

NAME | RACE | SEX | AGE | DESCRIPTION | NOTES

ATTRIBUTES

	RATING
Body	
Quickness	
Strength	
Charisma	
Intelligence	
Willpower	
Essence	
(Magic)	

REACTION

INITIATIVE

CONDITION MONITOR

	LIGHT STUN	MODERATE STUN	SERIOUS STUN	DEADLY STUN
STUN	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc.
PHYSICAL	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc. maybe dead
	LIGHT WOUND	MODERATE WOUND	SERIOUS WOUND	DEADLY WOUND

PHYSICAL DAMAGE OVERFLOW

KARMA

KARMA POOL

GOOD KARMA

SKILLS

NAME	RATING

PRINCIPLE VEHICLE

TYPE

HANDLING

SPEED

BODY

ARMOR

SIGNATURE

AUTOPILOT

NOTES

SEATING | ACCESS

ECONOMY | FUEL/POWER

STORAGE | SENSOR/ECM

WEAPONS:

CONDITION MONITOR

DESTROYED>

SERIOUS> +3 T#/ -3 INIT

MODERATE> +2 T#/ -2 INIT

LIGHT> +1 T#/ -1 INIT

ARMOR/GEAR

TYPE	RATING

CYBERWARE

TYPE	RATING	TYPE	RATING	TYPE	RATING

DICE POOLS

COMBAT POOL

_____ POOL

_____ POOL

_____ POOL

WEAPONS

NAME	TYPE	CONCEALABILITY	REACH	MODE	SHORT	MEDIUM	LONG	EXTREME	AMMO	DAMAGE	MODIFIERS

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CHARACTER SKETCH

CHARACTER NOTES

CONTACTS AND INFORMATION

SECONDARY VEHICLE

TYPE _____

HANDLING _____
SPEED _____
BODY _____
ARMOR _____
SIGNATURE _____
AUTOPILOT _____

NOTES

SEATING _____ ACCESS _____
ECONOMY _____ FUEL/POWER _____
STORAGE _____ SENSOR/ECM _____
WEAPONS:

CONDITION MONITOR

LIGHT +1 T#/ -1 INIT
MODERATE +2 T#/ -2 INIT
SERIOUS +3 T#/ -3 INIT
DESTROYED

GAME NOTES/GEAR

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SHADOWRUN
SECOND EDITION
STREET SAMURAI RECORD SHEET

NAME | RACE | SEX | AGE | DESCRIPTION | NOTES

ATTRIBUTES

	RATING
Body	
Quickness	
Strength	
Charisma	
Intelligence	
Willpower	
Essence	
(Magic)	

REACTION

INITIATIVE

CONDITION MONITOR

	LIGHT STUN	MODERATE STUN	SERIOUS STUN	DEADLY STUN
STUN	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc.
PHYSICAL	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc. maybe dead
	LIGHT WOUND	MODERATE WOUND	SERIOUS WOUND	DEADLY WOUND

PHYSICAL DAMAGE OVERFLOW

KARMA

KARMA POOL

GOOD KARMA

SKILLS

NAME	RATING	NAME	RATING	NAME	RATING

DICE POOLS

COMBAT POOL

____ POOL

____ POOL

____ POOL

ARMOR/GEAR

TYPE	RATING

CYBERWARE

TYPE	RATING	TYPE	RATING		TYPE	RATING	TYPE	RATING
				1				
				2				
				3				
				4				
				5				
				6				

WEAPONS

NAME	TYPE	CONCEALABILITY	REACH	MODE	SHORT	MEDIUM	LONG	EXTREME	AMMO	DAMAGE	MODIFIERS

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CHARACTER SKETCH

CHARACTER NOTES

CONTACTS AND INFORMATION

VEHICLE

TYPE _____

HANDLING _____
SPEED _____
BODY _____
ARMOR _____
SIGNATURE _____
AUTOPILOT _____

NOTES

SEATING _____ ACCESS _____
ECONOMY _____ FUEL/POWER _____
STORAGE _____ SENSOR/ECM _____
WEAPONS:

CONDITION MONITOR

^ LIGHT +1 T#/ -1 INIT ^ MODERATE +2 T#/ -2 INIT ^ SERIOUS +3 T#/ -3 INIT ^ DESTROYED

GEAR

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SHADOWRUN NETWORK

>>>>(Slot & run, chummer.)<<<<

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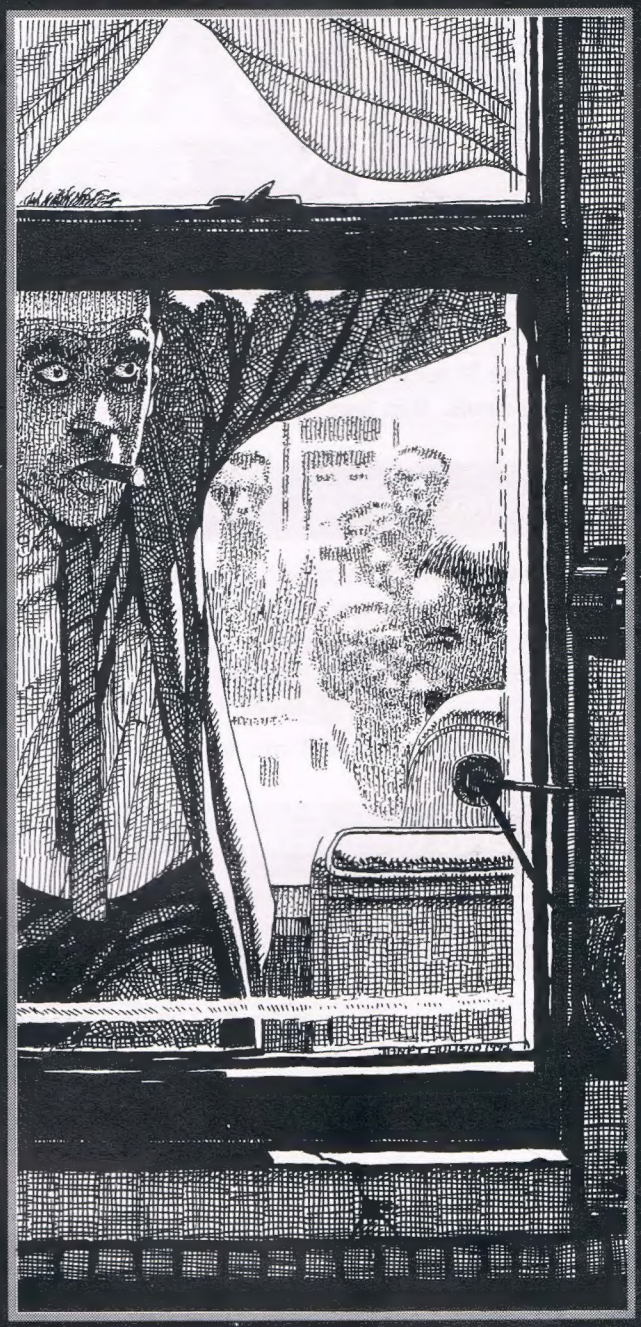

This space is where the mind-boggling, gut-wrenching, incredibly well-written back-cover copy usually goes. Since this isn't the real back cover, we decided to only put real back-cover copy on the real back cover. So, at this point, we recommend that you take a look at the back cover and read what's there. Go on. It'll change your life.

The Shadowrun, Second Edition Gamemaster's Screen Archetypes and Contacts Book. Winner of the 1992 Game Alliance Longest Title of the Year Award.

FASA CORPORATION

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